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1 [Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the Computer Graphics staff](#)

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3Full text available: [pdf\(9.03 MB\)](#)Additional Information: [full citation](#), [references](#)

2 [Status report of the graphic standards planning committee](#)

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3Full text available: [pdf\(15.01 MB\)](#)Additional Information: [full citation](#), [references](#)

3 [Human-computer interface development: concepts and systems for its management](#)

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1Full text available: [pdf\(7.97 MB\)](#)Additional Information: [full citation](#), [ab](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of implementation, execution, evaluation, and maintenance. This survey presents important concepts: interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue*

4 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies**Full text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [ab](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process and communication patterns are useful for the analysis of distributed systems. The visualization tool we use is Poet, an event tracer developed at the University of Washington. Poet provides a desired overview of the application. In our experience, such tools display repeated occurrences of

5 [Draft Proposed: American National Standard—Graphical Kernel System](#)

Technical Committee X3H3 - Computer Graphics

February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SIFull text available: [pdf\(16.07 MB\)](#)Additional Information: [full citation](#)

6

[Pen computing: technology overview and vision](#)

André Meyer
July 1995

ACM SIGCHI Bulletin, Volume 27 Issue 3

Full text available: [pdf\(5.14 MB\)](#)

Additional Information: [full citation](#), [ab](#)

This work gives an overview of a new technology that is attracting growing interest in public as we of a pen or pencil as the primary means of interaction between a user and a machine, picking up t be analyzed and put into context with other emerging technologies and visions. Starting with a sho

7 GCspy: an adaptable heap visualisation framework

Tony Printezis, Richard Jones
November 2002

ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference
Issue 11

Full text available: [pdf\(215.66 KB\)](#)

Additional Information: [full citation](#), [ab](#)

GCspy is an architectural framework for the collection, transmission, storage and replay of memory behaviour of programming languages (and especially object-oriented languages that make incorporation into *any* memory management system: it is not limited to garbage-collected languages).

Keywords: Java, garbage collection, language implementation, memory management, visualisation

8 Session 1: Perspectives on software evolution 1: Evolution in software and related areas

M. M. Lehman, J. F. Ramil

September 2001 **Proceedings of the 4th international workshop on Principles of software evolution**

Full text available: [pdf\(1.68 MB\)](#)

Additional Information: [full citation](#), [ab](#)

After briefly discussing the meaning of the term *evolution* in the context of software, its technological implications of the evolution phenomenon as identified during many years of active interest in the field.

Keywords: SPE program classification, empirical studies, feedback, process improvement, process evolution

9 The Flux OSKit: a substrate for kernel and language research

Bryan Ford, Godmar Back, Greg Benson, Jay Lepreau, Albert Lin, Olin Shivers

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM SIGOPS symposium**

Full text available: [pdf\(2.47 MB\)](#)

Additional Information: [full citation](#), [references](#), [citing articles](#)

10 System-level power optimization: techniques and tools

Luca Benini, Giovanni de Micheli

April 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**

Full text available: [pdf\(385.22 KB\)](#)

Additional Information: [full citation](#), [ab](#)

This tutorial surveys design methods for energy-efficient system-level design. We consider the electro-constituents of hardware that consume energy, namely computation, communication, and storage, analyzing the energy cost of software, and methods for energy-efficient software design and comp

11 Reconfigurable computing: a survey of systems and software

Katherine Compton, Scott Hauck

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available: [pdf\(710.56 KB\)](#)

Additional Information: [full citation](#), [ab](#)

Due to its potential to greatly accelerate a wide variety of applications, reconfigurable computing takes computations in hardware to increase performance, while retaining much of the flexibility of a soft machines, from single chip architectures to multi-chip systems, including internal structures and e

Keywords: Automatic design, FPGA, field-programmable, manual design, reconfigurable architect

12 A design flow for partially reconfigurable hardware

Ian Robertson, James Irvine

May 2004

ACM Transactions on Embedded Computing Systems (TECS), Volume 3 Issu

Full text available: [pdf\(698.30 KB\)](#)

Additional Information: [full citation](#), [ab](#)

This paper presents a top-down designer-driven design flow for creating hardware that exploits pa complement conventional FPGA design environments to enable the specification, simulation (both generation and control of partially reconfigurable designs. Collectively these tools constitute the d

Keywords: FPGA, Viterbi decoder, configuration control, dynamically reconfigurable logic (DRL), p

13 Distributed systems - programming and management: On remote procedure call

Patrícia Gomes Soares

November 1992

Proceedings of the 1992 conference of the Centre for Advanced Studie

Full text available: [pdf\(4.52 MB\)](#)

Additional Information: [full citation](#), [ab](#)

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the I mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suita RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use today

14 Power minimization in IC design: principles and applications

Massoud Pedram

January 1996

ACM Transactions on Design Automation of Electronic Systems (TODAE

Full text available: [pdf\(550.02 KB\)](#)

Additional Information: [full citation](#), [ab](#)

Low power has emerged as a principal theme in today's electronics industry. The need for low pow and area. This article presents an in-depth survey of CAD methodologies and techniques for design at architectural, logical, and physical levels of design abstraction. It reviews some of the technique

Keywords: CMOS circuits, adiabatic circuits, computer-aided design of VLSI, dynamic power diss lower-power design, power analysis and estimation, power management, power minimization and switched capacitance, switching activity, symbolic simulation, synthesis, system design

15 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Full text available: [pdf\(5.73 MB\)](#)

Additional Information: [full citation](#), [references](#), [index term](#)

16 Technical papers: architecture and implementation: Static and dynamic structure in design p

Eric Eide, Alastair Reid, John Regehr, Jay Lepreau

May 2002

Proceedings of the 24th international conference on Software engineeri

Full text available: [pdf\(1.40 MB\)](#)

Additional Information: [full citation](#), [ab](#)

Design patterns are a valuable mechanism for emphasizing structure, capturing design expertise, an object-oriented language and are implemented so that the pattern participants correspond to o complementary realization of design patterns, in which many pattern participants correspond to st

17 Specialized architectures for structured volume rendering: Scalable interactive volume rende

Santiago Lombeyda, Laurent Moll, Mark Shand, David Breen, Alan Heirich

October 2001

Proceedings of the IEEE 2001 symposium on parallel and large-data vi

Full text available: [pdf\(4.10 MB\)](#)

Additional Information: [full citation](#), [ab](#)

This paper describes an application of a second generation implementation of the Sepia architectu pipelined associative blending operators in a sort-last configuration a demonstration system with 8 data volumes (1024x256x256 voxels, and 512x512x512 voxels). We believe interactive performan

Keywords: CFD, Clos, OpenGL, VIA, VolumePro, cluster, parallel, ray-casting, shadow mapping, s

18 Simulation and architecture evaluation: Orion: a power-performance simulator for interconne

Hang-Sheng Wang, Xinping Zhu, Li-Shiuan Peh, Sharad Malik

November 2002

Proceedings of the 35th annual ACM/IEEE international symposium on

Full text available:

 [pdf\(1.14 MB\)](#)  [Publisher Site](#)

Additional Information: [full citation](#), [ab](#)

With the prevalence of server blades and systems-on-a-chip (SoCs), interconnection networks are support available for their design. While performance simulators have been built that enable perfo modern designs. System power consumption is increasingly becoming equally, if not more importa

19 Columns: Risks to the public in computers and related systems

Peter G. Neumann

January 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 1

Full text available:  [pdf\(3.24 MB\)](#)

Additional Information: [full citation](#)

20 Escaping the software tar pit: model clashes and how to avoid them

Barry Boehm

January 1999

ACM SIGSOFT Software Engineering Notes, Volume 24 Issue 1

Full text available:  [pdf\(2.06 MB\)](#)

Additional Information: [full citation](#), [ab](#)

"No scene from prehistory is quite so vivid as that of the mortal struggles of great beasts in the ta great and powerful beasts have thrashed violently in it…"Everyone seems to have been surp to understand it if we are to solve it."Fred Brooks, 1975Several recent books and reports have cor

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